

Digital Pictures

TM



QUARTERBACK ATTACK



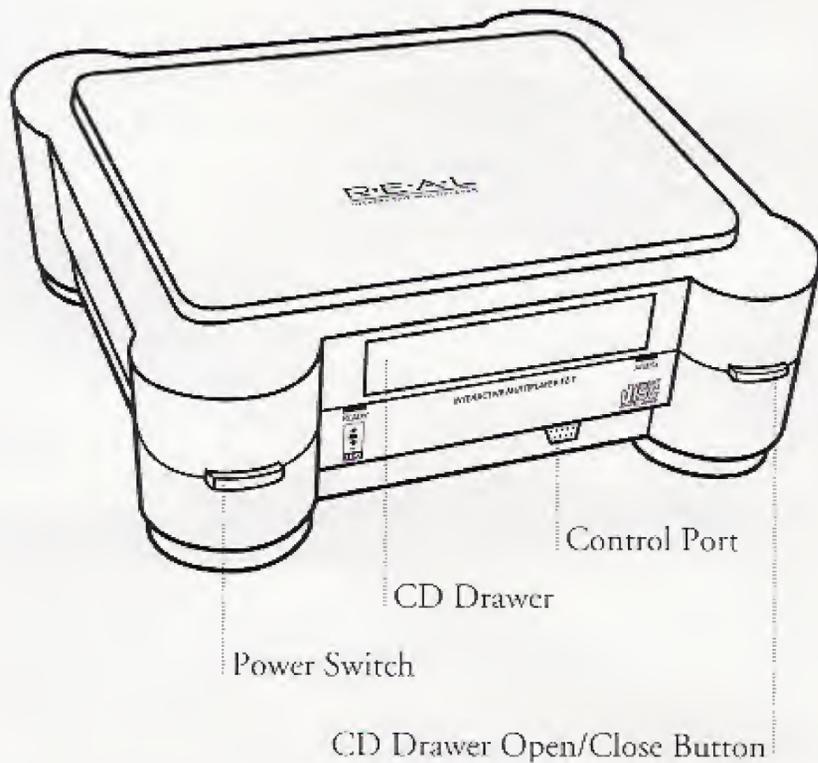
THE PROFESSIONAL QUARTERBACK SIMULATOR

CONTENTS

	PAGE
Setting Up	2
Welcome	3
Playing the Game	
Controls	4
Menus	6
Play Sequence	16
Strategy	
Pass Strategy	19
Defensive Formations	20
Pass Coverages	22
Formations and Coverages	23
Run Strategy	26
Special Teams	26
Levels of the Game	27
Credits	28
Cast	29
Technical Support & Warranty	31

SETTING UP

1. Connect your 3DO system as described in the Operating Instructions.
2. Turn on your TV or monitor; then turn on the 3DO system.
3. Press the Open/Close button on the 3DO system to open the drawer. Place the Quarterback Attack CD in the tray, label side up. Close the CD drawer.
4. Once the disc drawer is closed, the Quarterback Attack software will start automatically.



WELCOME

Welcome to *Quarterback Attack*, the professional quarterback simulator that puts you in the helmet of a real quarterback. You've got to think on your feet, call the plays, read the defense and, of course, execute. Your actions and decisions on the field will decide your team's fate. You'll be running the offense—that's your job. We've also brought in the toughest coach around, Iron Mike Ditka. He'll let you know when you're screwing up. But do your job and you'll get the credit you deserve.

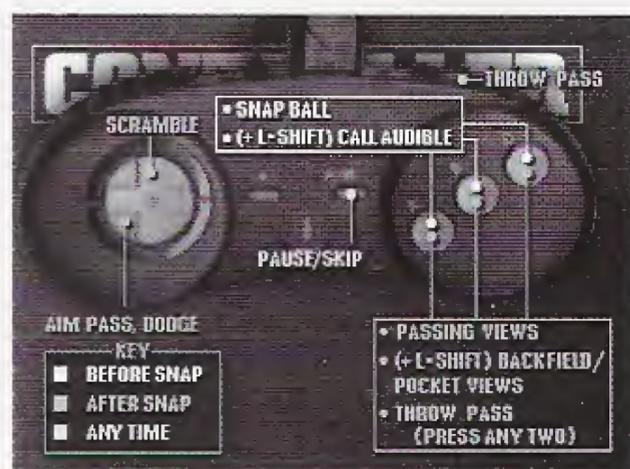
So get set for a real quarterback experience.

It's about vision, timing, skill, and a little bit of luck.

This is as real as it gets.

PLAYING THE GAME

Controls



➤ *Controller Screen*

A BUTTON

- Press to activate cursor when in menu screens.
- Press to snap the ball.
- Press to view left wide receiver route after the snap.

B BUTTON

- Press to activate cursor when in menu screens.
- Press to snap the ball.
- Press to view tight end route after the snap.

C BUTTON

- Press to activate cursor when in menu screens.
- Press to snap the ball.
- Press to view right wide receiver route after the snap.

LEFT-SHIFT + **A** BUTTON

- Press to call audible A before the snap.
- Press to view fullback route after the snap.

LEFT-SHIFT + **B** BUTTON

- Press to call audible B before the snap.
- Press to return to pocket view from any passing view after the snap.

LEFT-SHIFT + **C** BUTTON

- Press to call audible C before the snap.
- Press to view halfback route after the snap.

A + **B**, **A** + **C**, **B** + **C**

- Press any two to throw a pass when in passing view.

RIGHT-SHIFT BUTTON

- Press to throw a pass when in passing view.

PAUSE BUTTON

- Press to pause the game.
- Press to skip non-gameplay segments.
- Press to resume play when in pause mode.

STOP BUTTON

- Press to cancel or exit when in menu screens.

DIRECTIONAL PAD (D-PAD)

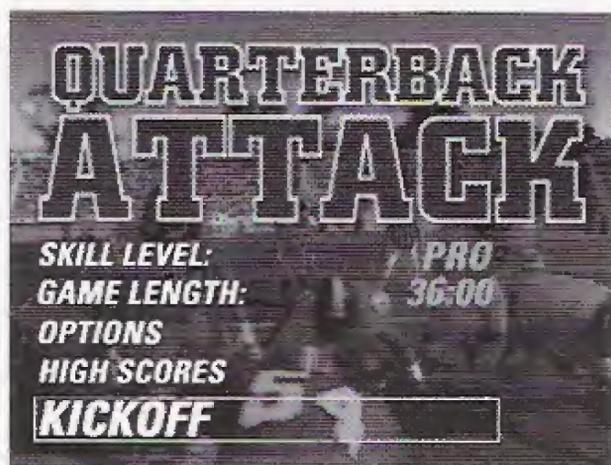
- Press up, down, left or right to highlight an item in menu or options screens.
- Press left or right to dodge defenders in pocket view or passing view.
- Press up, down, left or right to target cursor in passing view.
- Press up to scramble in pocket view.
- Press left or right to dodge defenders while scrambling.

A + **B** + **C** + STOP

- Press simultaneously to restart the game.

MENUS

Start Screen



➤ Start Screen

SKILL LEVEL

To set the skill level of a game, highlight **SKILL LEVEL** and toggle through the levels by pressing the D-pad left or right. You will not be able to change the skill level once you start a game. College, Semi-Pro and Pro levels are locked out until you win a game at the level below the one you wish to play.

GAME LENGTH

To choose a different length of your game, highlight **GAME LENGTH** and toggle to the length you want by pressing the D-pad left or right.

OPTIONS

To go to the **OPTIONS SCREEN**, use the D-pad to highlight the **OPTIONS** item and press the A, B or C button. (See **OPTIONS SCREEN** below.)

HIGH SCORES

To see the high scores, highlight the **HIGH SCORES** item and press the A, B or C button.

KICKOFF

To start a new game, highlight **KICKOFF** and press the A, B or C button.

Play Selection Screen

You return to the **PLAY SELECTION SCREEN** after each play. From it, you will go to the play calling screens and make all the preliminary choices for each play.



➤ Play Selection Screen

RUN

Highlight this item and press the A, B or C button to select a running play. (See **RUN PLAY SELECTION SCREEN** below.)

PASS

Highlight this item and press the A, B or C button to select a pass play. (See **PASS PLAY SELECTION SCREEN** below.)

PUNT

Highlight this item and press the A, B or C button to call a punt.

FIELD GOAL

Highlight this item and press the A, B or C button to kick a field goal.

NO HUDDLE

Highlight this option and press the A, B or C button to run a hurry-up offense. Use this option when time is winding down and you need to get plays off in a hurry. Your play choice will default to the last play called. But you can always call an audible at the line of scrimmage.



TIMEOUT

Highlight **TIMEOUT** and press the **A, B** or **C** button to call a timeout. This stops both the game clock and the play clock. You may now perform any of the functions in the **PLAY SELECTION SCREEN** or other sub-screens without losing any time on the clock. When you start a new play, the clock will resume.

Note: To call a time out when you are not in the **PLAY SELECTION SCREEN**, press **Pause** to pause the game. While in pause mode, if you have timeouts available, you will be given the option to call a timeout. (You cannot, however, call a timeout in the middle of a play.) Press the **A, B** or **C** button to call a timeout. The clock resumes again after you start a play.

STATS

Highlight **STATS** and press the **A, B** or **C** button to view current game statistics.

OPTIONS

Highlight **OPTIONS** and press the **A, B** or **C** button to go to the **OPTIONS SCREEN**. (See **OPTIONS SCREEN** below.)

ASSIGN AUDIBLES

Highlight this item and press the **A, B** or **C** button to go to the **ASSIGN AUDIBLES SCREEN**. (See **ASSIGN AUDIBLES SCREEN** below.)

GAME CLOCK

This clock shows the time left in the current quarter.

QUARTER

This indicator shows the current quarter of the game.

FIELD DIAGRAM

This graphic shows the current position of the ball and yards needed for a first down.

DOWN

This item shows the current down.



YARDS TO GO

This item shows the yards needed for a first down.

FIELD POSITION

This item shows current field position.

SCORE

The scoreboard shows the current score of the game for home (you) and visitor (computer).

PLAY CLOCK

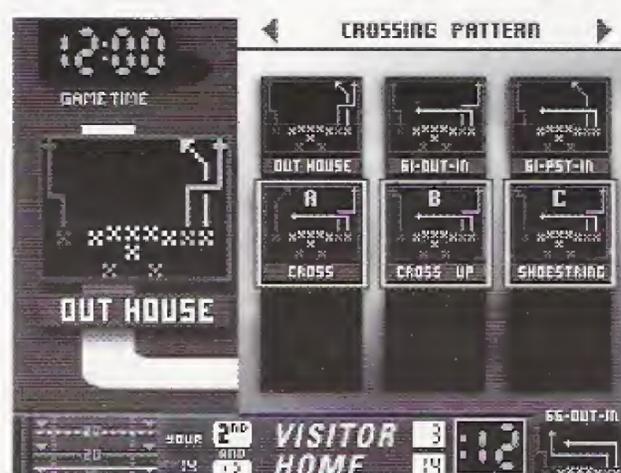
This clock indicates amount of time before ball must be snapped to avoid a delay of game penalty.

PLAY DIAGRAM

This graphic shows the current play.

Pass Play Selection Screen

In the Receiver Route Selection Menu, scroll left or right using the **D-pad** to choose the type of pattern you want, then up and down to get the particular pattern. Use the **A, B, or C button** to select the pattern, or press **Stop** to exit the Menu.



➤ *Pass Play Selection Screen*

RECEIVERS

Highlight this item and press the **A, B or C button** to re-enter the Receiver Route Selection Menu.

BACKFIELD

Highlight this item and press the **A, B or C button** to enter the Running Back Route Selection Menu. Scroll up and down with the **D-pad** and use the **A, B or C button** to choose your pattern, or press **Stop** to exit the Menu. Note: A running back who stays in to block gives you more time to throw the ball.

GO

Highlight this item and press the **A, B or C button** when you are satisfied with your play choice and want to begin play. Once you press **GO**, you will not be able to change your play choice except by using an audible.

CANCEL

Highlight this item and press the **A, B or C button** to return to the **PLAY SELECTION SCREEN** without changing your play. You can also cancel by pressing **Stop** at any time while in the **PASS PLAY SELECTION SCREEN**.

Run Play Selection Screen

In the Run Play Selection Menu, scroll up and down with the **D-pad** and use the **A, B, or C button** to select your play, or press **Stop** to exit the Menu.



➤ *Run Play Selection Screen*

BACKFIELD

Highlight this item and press the **A, B or C button** to re-enter the Run Play Selection menu.

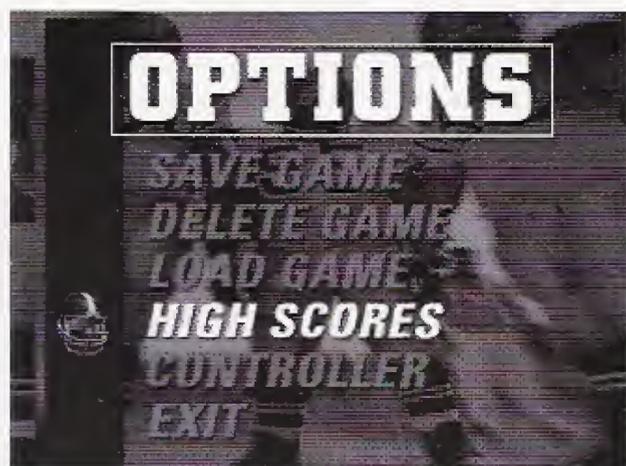
GO

Highlight this item and press the **A, B or C button** when you are satisfied with your play choice and want to begin play. Once you press **GO**, you will not be able to change your play choice except by using an audible.

CANCEL

Highlight this option and press the **A, B or C button** to return to the **PLAY SELECTION SCREEN** without changing your play. You can also cancel by pressing **Stop** at any time while in the **RUN PLAY SELECTION SCREEN**.

Options Screen



➤ Options Screen

SAVE GAME

To save your game highlight **SAVE GAME** and press the **A, B or C button**. (See **SAVE GAME SCREEN** below.)

DELETE GAME

Highlight this item and press the **A button** to delete a previously saved game. (See **DELETE GAME SCREEN** below.)

LOAD GAME

Highlight this item and press the **A, B or C button** to load a previously saved game. (See **LOAD GAME SCREEN** below.)

HIGH SCORES

Highlight this item and press the **A, B or C button** to view the high scores.

CONTROLLER

Highlight this item and press the **A, B or C button** for a quick summary of the controller functions.

EXIT

Highlight **EXIT** and press the **A, B or C button** to return to the previous screen (**PLAY SELECTION SCREEN** or **START SCREEN**).

Assign Audibles Screen



➤ Assign Audibles Screen

Use the **D-pad** to select the type of audible you would like to assign (run or pass). Then press the **A, B or C button** depending on which audible you would like to edit. Once in the **PASS PLAY SELECTION SCREEN** or **RUN PLAY SELECTION SCREEN**, choose a play as you would during a game (using the **D-pad** and the **A, B or C button**). Highlight the **ASSIGN TO** button and press the **A, B or C button** to add the selected play to your audibles. To assign the audible to a different button, highlight the **ASSIGN TO** button and press the **Left-Shift + D-pad Left** or the **Left-Shift + D-pad Right** before you press the **A, B or C button**. When you are done assigning audibles, press **Stop** to return to the **PLAY SELECTION SCREEN**.

Save Game Screen



► Save Game Screen

Choose a letter using the **D-pad** and select that letter using the **A button**. Use the **B button** to backspace. Press the **C button** to save the game. Cancel by pressing **Stop**.

Delete Game Screen

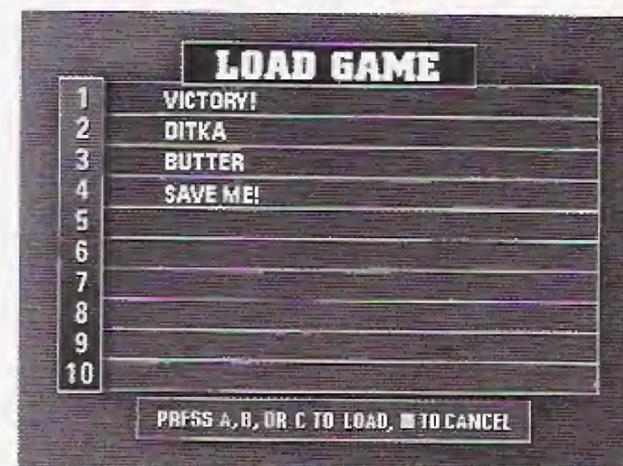


► Delete Game Screen

In the **DELETE GAME SCREEN** use the **D-Pad** to highlight the game you wish to delete. Then press the **A, B or C button** to delete that game. Press **Stop** to cancel.

To delete other files in the internal storage of your 3DO system, press **Pause** while in the **DELETE GAME SCREEN**.

Load Game Screen



► Load Game Screen

Use the **D-Pad** to highlight the game you wish to load. Then press the **A, B or C button** to load that game. Press **Stop** to cancel.

High Score Entry Screen



► High Score Entry Screen

When you are eligible for a high score, the **HIGH SCORE ENTRY SCREEN** will appear at the end of a game. Use the **D-pad** to highlight a letter and the **A button** to select it. Use the **B button** to backspace. Pressing the **C button** will enter your high score. Press **Stop** to cancel the entry.

PLAY SEQUENCE

The play clock starts ticking at the beginning of the game and at the end of every play. You've got a limited amount of time to call your play, get to the line of scrimmage, and snap the ball. If you don't snap the ball before the play clock ticks down, you'll get a delay of game penalty.

After you've chosen your play, you end your huddle and take your team up to the line of scrimmage. At the line of scrimmage you have a chance to read the defense. Based on your interpretation of the defense, you may want to call an audible to increase your chances of a successful play. If you choose to call an audible, use the Left-Shift + A button, the Left-Shift + B button, or the Left-Shift + C button to call an audible that you have set in the ASSIGN AUDIBLES SCREEN. (See STRATEGY section below for more on reading the defense and calling audibles).

When you're ready to hike the ball, press the snap button (A, B or C button). The center will snap you the ball, and play will begin.



► *Pocket View Screen*

Once the ball is snapped, if you have called a pass play, you fade back into the pocket. The pocket view gives you the best view of oncoming rushers, and it also shows you scramble opportunities. However, you can't throw a pass from the pocket view. It's up to you to look downfield at your receivers and find the open man.

Press the appropriate button for the receiver you want to look at. (Buttons: Left-Shift + A = fullback; Left-Shift + C = halfback; A = left receiver; B = tight end; and C = right

receiver.) This changes your view to a downfield look at that receiver. Remember that the Left-Shift + B button will always take you back to the pocket view no matter which receiver you are looking at. You can also refer to the play diagram for a reminder of the receivers' routes.

Once you are looking at a receiver, you need to target and throw your pass. In the lowest levels, passing is simply a matter of timing and the computer does the targeting. On these levels, simply press the Right-Shift button or one of the two-button combinations (A + B, A + C, B + C) when a receiver is open to throw a pass. On more difficult levels, you'll need to position the cursor with the D-pad to correctly lead the receiver as he's running his route, then throw the pass.



► *Passing View Screen*

As big as your offensive line is, they still let guys slip through occasionally. So you've always got to be ready to dodge oncoming rushers. In the pocket view, you'll see a human giant coming at you. Get out of his way by dodging to the opposite side by pressing the D-pad left or right. When you're looking downfield at your receivers, things get a little trickier. You'll probably only see a padded arm or helmet out of your peripheral vision. You've got to figure out what side the pressure is coming from and dodge with the D-pad in the other direction.



➤ *Scrambling Screen*

If you find yourself stuck with no open receivers, you have two choices: throw the ball away by targeting the cursor far above everyone's head or look for a scramble opening in the pocket view.

You can return to the pocket view at any time by pressing the Left-Shift + B button. In the pocket, look for a scramble opening between the linemen and press up on the D-pad to attempt a scramble. On all skill levels except Junior, if you try to scramble when there is no opening, you may be sacked. So make sure there's enough space.

Once you break through the line on a scramble, you'll need to dodge as many defenders as possible. Use the D-pad left and right to avoid defenders. The scramble can be a good offensive weapon when used wisely. But remember, a quarterback can only take so many hits.

When a play ends, you return to the PLAY SELECTION SCREEN, and the play clock starts ticking again.

Pass Strategy

You have a limited amount of time in the pocket, so you need to use it wisely. Just like a real quarterback, you've got to know where to look and when. This means knowing exactly where your receivers will be at any given moment.

But which receiver should you look to? And when?

The trick is to give yourself the best chance of finding an open receiver at any given time.

For example, if you send one wide receiver on a short out and the other on a bomb, you should look to the receiver on the shorter route first. If you look at your deep receiver first, he may be only beginning his pattern, whereas the short receiver may have already passed through his open zone by the time you look at him.

Remember to vary your plays. Throw to different receivers. Run different patterns. Use the whole field. Whenever the defense starts to see a pattern, they begin to anticipate it and are able to stop the play more effectively.



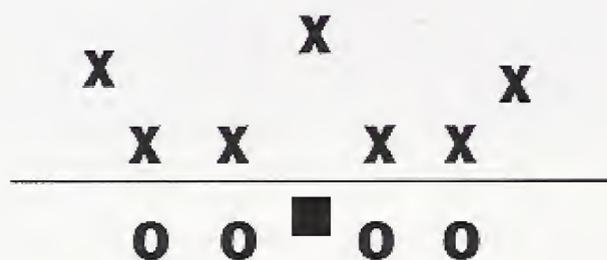
➤ *Look Over Defense Screen*

As you get more advanced at the game, you should begin to read defenses at the line of scrimmage. The behavior of the defense at the line will tell you a lot about what kind of defense they're playing. Once you know this, you can audible to give yourself an improved chance of finding the open man against that particular defense.

Defensive Formations

There are three main starting formations for the defense, all of which have their strengths and weaknesses.

4-3 DEFENSE

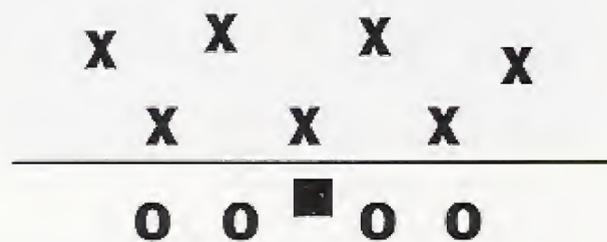


4-3 FORMATION

► 4-3 Formation Diagram

The 4-3 defense utilizes four linemen and three linebackers. This is the basic, general purpose defense. It's tough on the run and can generate a good pass rush. When the defense blitzes out of this formation, it always results in man-to-man coverage.

3-4 DEFENSE



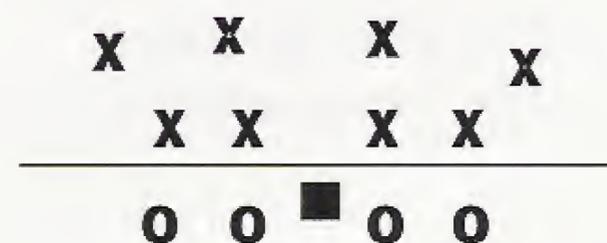
3-4 FORMATION

► 3-4 Formation Diagram

The 3-4 defense uses three linemen and four linebackers.

This formation is a more passive defense—not very good at stopping short gains, but very tough against the long gains. There are only three rushers, so the pressure on the quarterback is not that heavy. However, the eight defensive backs make completing passes very tough. If the defense blitzes out of this formation, it can fall into either a zone or man-to-man. You'll see this defense a lot when your opponent is ahead or in long yardage situations.

4-6 DEFENSE



4-6 FORMATION

► 4-6 Formation Diagram

The 4-6 defense uses four linemen and three linebackers. The strong safety lines up close to the line of scrimmage, so the quarterback sees six members of the defensive backfield very close to him. Only the free safety is deep in this formation. The 4-6 is a risky defense: it often leads to big defensive plays, but it is also susceptible to big offensive gains. It is a tough defense against the rush, but if a back can break through the line of scrimmage, it could be a huge gain. The Monster Blitz, where the defense sends six rushers after the quarterback, comes out of this formation.

Pass Coverages

From its original formation, the defense can fall into a zone or man-to-man defense once the ball is snapped. Study the different formations and the pass coverages that come out of them. Each coverage has strengths and weaknesses. Some patterns will work against a given defense, while others will not. Here are the terms used to describe the different coverages.

ZONE COVERAGE

Each defender plays a particular area on the field. Certain formations go into specific zone defenses.

MAN-TO-MAN COVERAGE

Each defender plays a man and follows him wherever he goes. If the defense chooses man-to-man, the cornerbacks will stick to the receivers and the strong safety will stick to the tight end. The linebackers will cover the running backs if they go out for a pass. The free safety roams the field, guarding against big plays.

DOUBLE COVERAGE

In a man-to-man defense, two defenders cover one receiver. If the defense rushes four or fewer men, it can double team one or more of the receivers. Don't throw into double coverage. The odds are against a completion.

COVER 1

In a Cover 1 defense, the free safety lines up deep in the middle of the field, and the strong safety lines up off center over the tight end. Man-to-man defense is more likely out of a Cover 1.

COVER 2

In a Cover 2 defense, the free safety and strong safety both line up deep and split apart.

3-DEEP ZONE

A type of zone defense where the safety plays the deep middle. Cornerbacks play the deep outside. Tough on long passes.

2-DEEP ZONE

Free and strong safety play the deep zone. More vulnerable to the deep pass, especially the post pattern.

4-SHORT ZONE

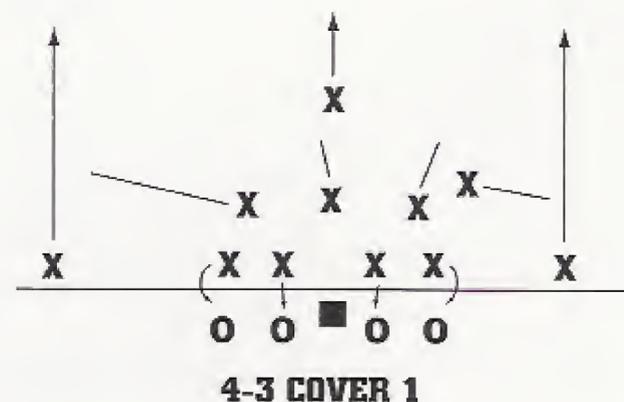
Four defenders play in the short zone. Vulnerable to the short pass, especially the out pattern.

5-SHORT ZONE

Five defenders play in the short zone. Difficult to complete the short pass. On a short crossing pattern, your receiver may get his head knocked off in this packed zone.

Formations and Coverages

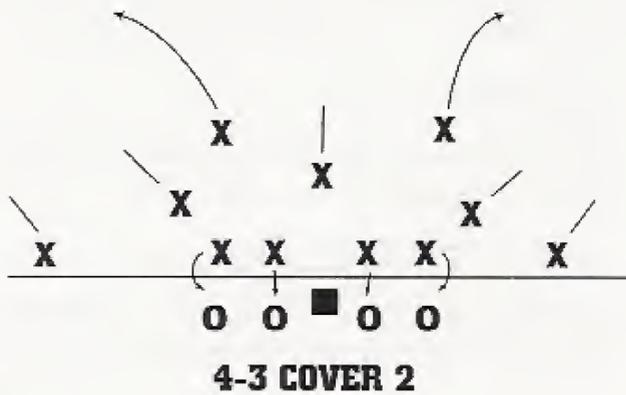
4-3 COVER 1



► 4-3 Cover 1

If this defense plays zone, it will be a 3-deep, 4-short zone. If it plays man-to-man and nobody blitzes, one receiver can be double covered. Vulnerable to the short pass but tough on the long ball.

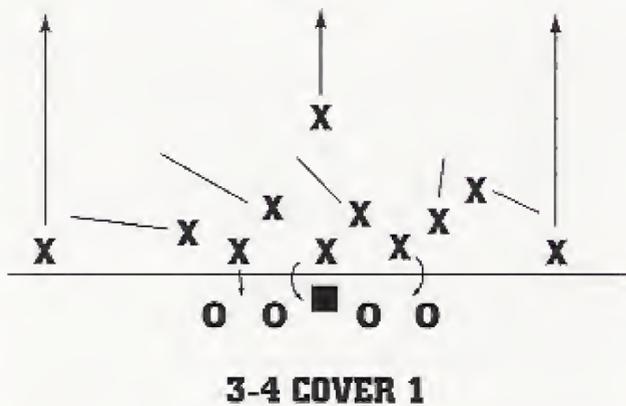
4-3 COVER 2



► 4-3 Cover 2

If this defense plays zone, it will be a 2-deep, 5-short zone. In a man-to-man defense, one receiver may be double covered if there is no blitz.

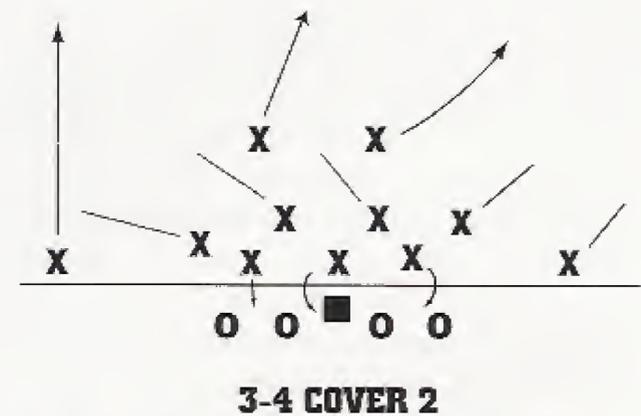
3-4 COVER 1



► 3-4 Cover 1

From this defense, you'll see a 3-deep zone with a 4- or 5-short depending on whether or not a blitz occurs. This formation can double one or two receivers (depending on the rush) in a man-to-man.

3-4 COVER 2

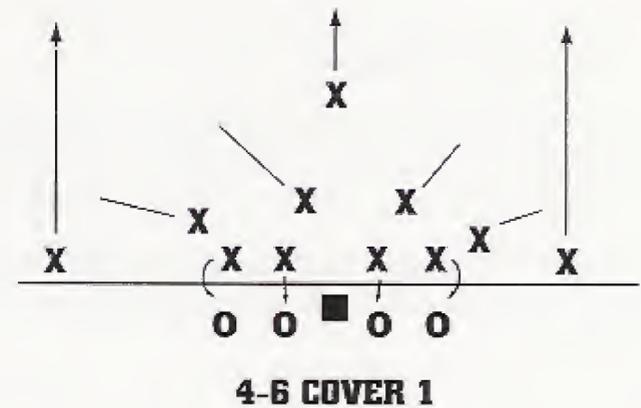


► 3-4 Cover 2

In a zone, this defense can play a 2-deep, 5-short if there is a blitz, or a 3-deep, 5-short if there is no blitz. This defense can double cover one or two receivers (depending on the rush) in a man-to-man.

The 3-deep, 5-short zone comes in two varieties: the deep left and the deep right. In the deep left, the left cornerback drops deep, and the right drops short. The deep right reverses the cornerback drops. If you want to throw a short out against this defense, throw it to the side where the linebacker has to cover the receiver. If you throw the pattern when the cornerback is short, the defender will be right there.

4-6 COVER 1



► 4-6 Cover 1

LEVELS OF THE GAME

The 4-6 defense only plays Cover 1. In a zone, they'll play a 3-deep, 4-short. In man-to-man defense, they can double one or zero receivers depending on the rush. Watch out for the Monster Blitz where they send six men after the quarterback. The Monster Blitz brings heavy pressure on the QB, but it does leave receivers in a man-to-man with no safety.

It is possible to recognize each defense from the line of scrimmage—though it will be harder at some times than others. The trick is to recognize in the real world what is set down here on paper. You should also be able to read if a blitz is coming, but sometimes linebackers fake blitzes and drop into coverage.

Remember: Keep your head and call your audibles wisely.

Run Strategy

Certain defenses are much more vulnerable to the run than others. When you see one of these defenses, that could be the time to sneak in a run—even if it seems like a passing down. For example, the 4-6 defense is tough against a short run, but can be vulnerable to a long gain if your back breaks through the line. When you see that defense, you might want to try a run—especially if it's early in the game.

It's probably a good idea to have at least one running play in your audibles, just in case a situation like this occurs. The more you keep your offense varied, the more the defense is off guard. Whenever the defense sees a pattern, they are able to better react to it the next time. Don't ignore your running game.

Special Teams

Play *Quarterback Attack* the same way you'd play a real football game. Don't go for it on fourth down deep in your own territory. Punt out of there...unless you're desperate.

Coach Ditka won't like it if you do anything too stupid, like kick a field goal from your own 20 yard line. So just play it smart.

There are six skill levels in *Quarterback Attack*:

JUNIOR

JUNIOR VARSITY

VARSITY

COLLEGE

SEMI-PRO

PRO

In the lowest levels, there is no pass targeting. You only have to time your pass correctly. There are also no blitzes and no double coverage. All of these factors are incorporated into the higher levels. In general, the defense will be more tenacious and skillful at higher levels.

The quarterback rating system is scaled to the skill level, so success at a lower level will not bring as high a rating as success at higher levels.

College, Semi-Pro and Pro levels are locked out until you win a game at the level below the one you wish to play.

You probably will not be able to succeed at the higher levels without using some of the strategy tips in this manual.

CREDITS

A DIGITAL PICTURES PRODUCTION

Executive Producers Tom Zito
Gordon Wolf

Original Concept Joe Vierra

Interactive Design Joe Vierra
Amir H. Raubvogel
Joshua Solomon

Computer Graphics Joshua Solomon
Cuyler Gee

Music Peter Bernstein

Editing Kate McGowan

Production Design Nick Goodman

Director of Photography Patrick Higgins

Screenplay Jeffrey Stepakoff
Greg Kennerson

Computer Programming Amir H. Raubvogel

Produced by Joe Vierra
Michael Klick

Directed by Ron Stein

Associate Producer Bart Cheever

Product Marketing Manager Simone Seydoux

Package The Design Office of Wong & Yeo

Manual Damore Johann Design

CAST

Coach Mike Ditka

Pete Nebbit Keith Neubert

Darrel Coker Casey Lee

Vetterman Peter Kent

Looney Horton Geoff Meed

The Safe Mike "Bear" Taliferro

Referee Don Familton

Cheerleader Athena Massey

TV Cameraman Bob Apisa

Mascot Keith Rooks

Staff Driver Eddy Donno

Well Dressed Man Bobby Bass

Newsman #1 Manny Perry

Newsman #2 Kenny Endoso

Newsman #3 Chuck Picerni, Jr.

OFFENSIVE TEAM (CARDINAL)

Tight End, #87 Edward R. "Pancho" Martin

Left Guard, #62 Lee Weaver

Right Guard, #67 Willie Green

Left Tackle, #73 Michael Sherrod

Center, #54 Marshall Hodges

Wide Receiver, #84 Brian Stewart

Quarterback, #14 Mike Fisher

Back, #33 Lonnie Johnson

Back, #28 Marcus Greenwood

Split, #82 Ken Shelton

Split, #82 Charlie Williams

Additional Player Saadite Green

Running Back/Kick Returner Gus Envela

Kicker Paul Assad

DEFENSIVE TEAM (GOLD)

Left Tackle, #92	Lydell Cheshier
Right Tackle, #93	Governor
Right End, #97	Joe Nelson
Middle Linebacker, #55	Lee Miller
Right Linebacker, #52	Mike Miller
Left Linebacker, #58	Garret Greedy
Right Cornerback, #43	Ron Foster
Left Cornerback, #45	Rod Phillips
Strong Safety, #49	Martin French
Free Safety, #30	Rich Willis
Stunt Coordinator	Steve "Buck" Buckingham
Stunt Players	Ben Bray Bryan Galbreath Jeffrey McKinnie Tim Miller Steve Neubert Michael Papajohn Craig Pylant
Football Consultants	Jeff Lamson William Norton

Technical Support and Warranty

INTERNET ADDRESS

Write to us via e-mail at: digipix@digipix.com

Visit the Digital Pictures website at: <http://www.digipix.com>

Here's the 411—catch the latest and coolest pro tips on the DP Hint Line! Call 1-900-976-HINTS. \$.95 per minute. You must be 18 or over or have parental permission. Touch-tone phone required.

TECHNICAL SUPPORT

For problems or questions, contact Digital Pictures' Technical Support Department at (415) 345-0445, Monday through Friday, 8:30 AM to 5:30 PM Pacific Time.

LIMITED WARRANTY

Digital Pictures warrants, to the original buyer only, that the media upon which this Program is recorded is free from defects in materials and workmanship under normal use and service for a period of 90 days from the date of purchase. **ANY IMPLIED WARRANTIES ON ANY PROGRAM ARE LIMITED TO 90 DAYS. SOME STATES DO NOT ALLOW LIMITATIONS ON THE DURATION OF AN IMPLIED WARRANTY, SO THIS LIMITATION MAY NOT APPLY TO YOU. OTHER THAN THE FOREGOING LIMITED WARRANTY, DIGITAL PICTURES MAKES NO WARRANTY OR REPRESENTATION AND DISCLAIMS AND EXCLUDES ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, WITH RESPECT TO THE ENCLOSED PRODUCT INCLUDING, WITHOUT LIMITATION, WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, OR NON-INFRINGEMENT. IN NO EVENT WILL DIGITAL PICTURES BE LIABLE FOR ANY DIRECT OR INDIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES, INCLUDING, WITHOUT LIMITATION, LOSS OF DATA OR LOSS OF PROFITS OR REVENUE ARISING OUT OF USE OR INABILITY TO USE THE SOFTWARE, EVEN IF DIGITAL PICTURES HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.** Some states do not allow the exclusion of incidental or consequential damages so the foregoing disclaimer may not apply to you. Digital Pictures does not warrant that the enclosed product or documentation will satisfy the requirements of your computer and/or game system or that the enclosed product or documentation are without defect or error or that the operations of the enclosed product will be uninterrupted.



THE 3DO COMPANY SHALL NOT BE LIABLE TO THE END USER FOR ANY LOSS OF DATA, LOST PROFITS, COSTS OF SUBSTITUTE GOODS OR OTHER CONSEQUENTIAL, INCIDENTAL, SPECIAL, PUNITIVE, OR OTHER DAMAGES OF ANY KIND ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE.

THE 3DO COMPANY MAKES NO WARRANTIES, EXPRESS, IMPLIED OR STATUTORY, REGARDING THE SOFTWARE, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR ANY PARTICULAR PURPOSE, OR ANY EQUIVALENT WARRANTIES UNDER THE LAWS OF ANY JURISDICTION.

Quarterback Attack was created, produced, and published by Digital Pictures, Inc. ©1995 Digital Pictures, Inc. All rights reserved.

Digital Pictures, the Digital Pictures logo and *Quarterback Attack* are trademarks of Digital Pictures, Inc. All Rights Reserved.

3DO and the 3DO logos are trademarks and/or registered trademarks of The 3DO Company.

Made in the USA.



..... <http://www.digipix.com>

web site



..... digipix@digipix.com

e-mail

Digital Pictures



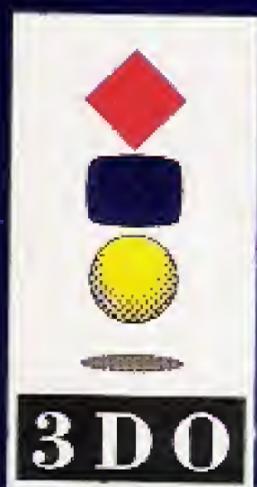
TM

QUARTERBACK ATTACK

Here's the 411 --
catch the latest and
coolest pro tips on the
DP Hint Line!

Call 1.900.976.HINT

\$.95 per minute. You must be
18 or over or have parental
permission. Touch-tone phone
required.



3DO, the 3DO logos and Interactive Multiplayer are trademarks
and/or registered trademarks of The 3DO Company.